NES-CX-USA

COOL WORLD™

INSTRUCTION MANUAL

ocean

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COOL WORLD™

Holli Would If She Could.

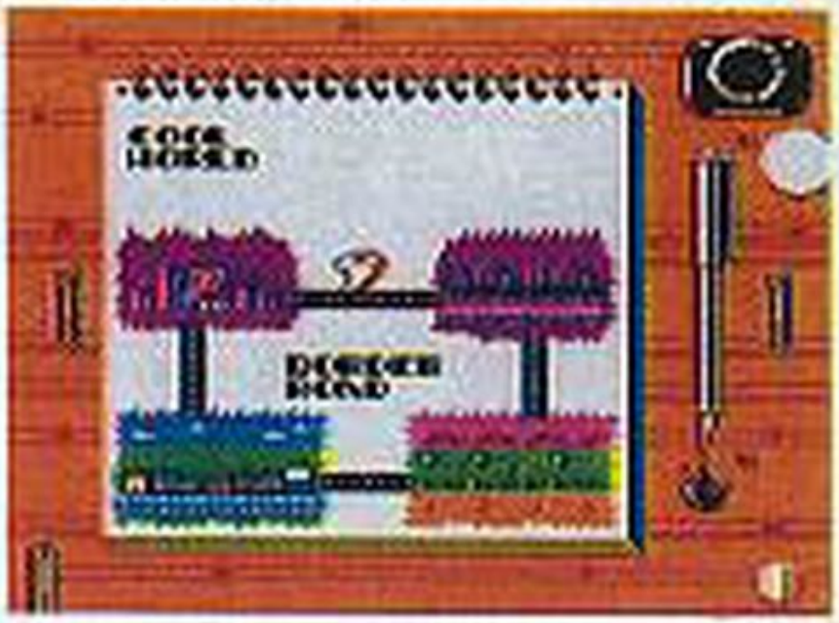
It's an imaginary world that's real. It exists in another dimension, where cartoon characters, called Doodles, are alive. It's **Cool World.**

It was Vegas Vinnie who first discovered the tunnel connecting Cool World with this world. There, he found the Golden Spike of Power — the balancer between the two worlds. For safe keeping, he placed it on top of the Ocean Hotel in Las Vegas.

Now, a knockout Doodle called Holli Would wants to take all the power the Golden Spike can give her. She wants to get herself a real body and exist in this world. If she's successful, she may actually destroy both worlds.

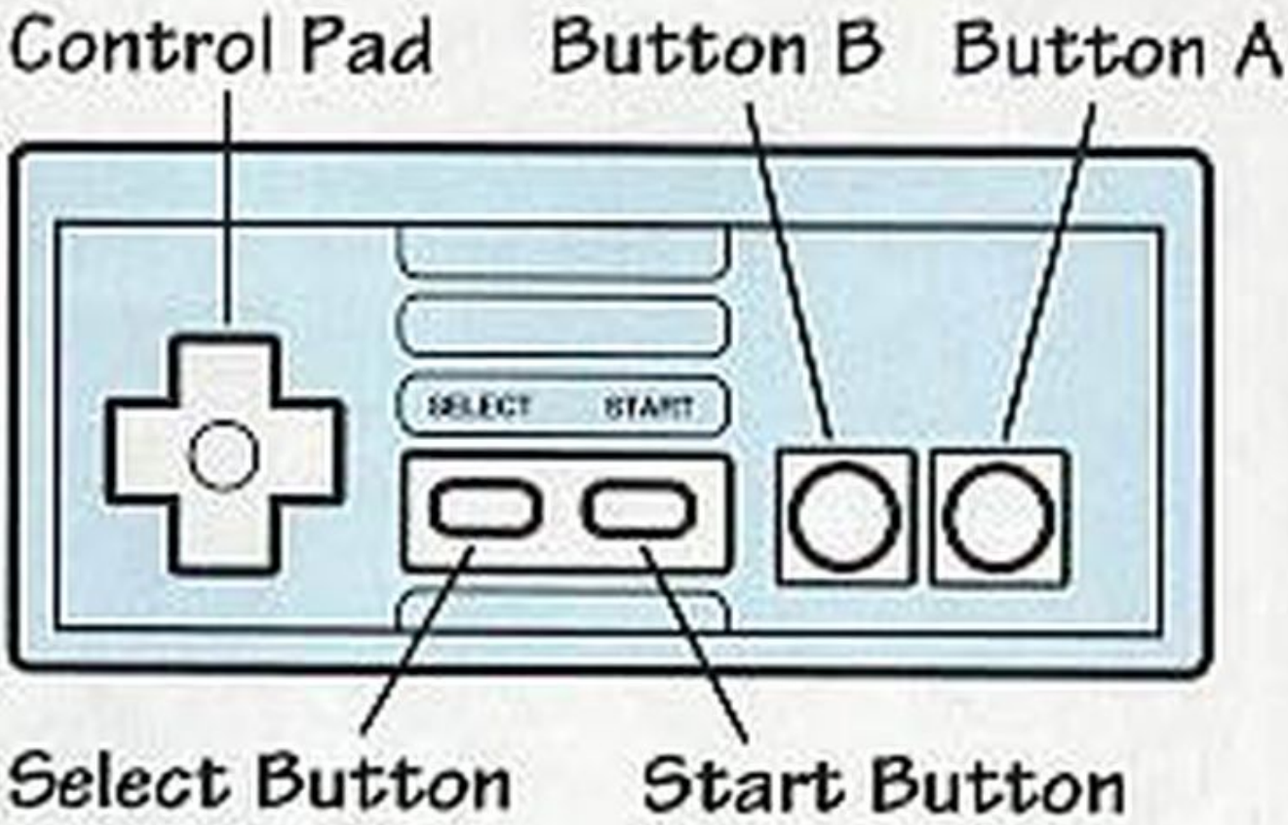
She's already stolen the map which shows the position of the tunnels from Cool World to the real world, and torn it into five pieces which she has hidden with members of her gang. As Harris, the law enforcer of Cool World, you go up against Holli and her henchmen to recover all five pieces and return to the Ocean Hotel.

Holli and her hoods are out to get you, so you'd better get them first if you want to save this world!



GETTING STARTED

Insert the **Cool World** Game Pak and turn on your Nintendo Entertainment System. After a few seconds, press the Start Button to begin the game.



YOUR CONTROLS

START – Press Start to begin the game.

BUTTON A – Press Button A to jump. Holding Button A down longer will make you jump higher.

BUTTON B (TAP) – Tap Button B to use weapons as follows:

PEN – Hold pen over enemy to suck it into the pen. Then hold the pen over the ink bottle to empty it.

ERASER – Throw the eraser at an enemy to erase him.

BOMB – Throw the bomb.

BUTTON B (HOLD) – Hold Button B to crouch and go into holes.

SELECT – Press Select to choose a weapon.

CONTROL PAD UP – Move into the play area, enter doors and climb ladders.

CONTROL PAD DOWN – Move down play area, enter doors and descend ladders.

CONTROL PAD LEFT – Moves Harris left.

CONTROL PAD RIGHT – Moves Harris right.

PLAYING THE GAME

The game takes place in four different areas. You will find a piece of the Map in each of the four areas. The fifth area requires you to get to the top of the Ocean Hotel and guard the Spike. The pieces of the Map must be obtained in the correct order.

After pressing START and at the end of each successful level, you will be presented with a map showing the five areas available and the current status of the Map. Pressing SELECT will cycle the warphole through the possible play areas.

Area One: Main Street - Cool World

Cool World's Main Street is a dangerous place with Goons everywhere. Some are hidden inside buildings and windows, shooting 'Gum-gums' and dropping stink bombs at Harris, while others pop up from underneath manhole covers.

Main Street has a special weapon – a stink bomb. Once it appears, it is fused and will explode on impact. If Harris collects this bomb, it will remain defused until he throws it. After he throws it, the bomb will explode on impact.

In Slash Club, you must avoid servers throwing bottles from behind the counter and get past 'live' flashing neon lights.

In the Sewers, you must overcome an extensive underground system under the Cool World city. Beware of collapsing platforms, acid-dripping pipes, acid rivers and dragons.

Harris must find Slash, and when he is destroyed, you will find a piece of the Map.

Area Two: The Highway

The Highway between Cool World and Sweet Place is a long, straight road with buildings visible in the distance. Street Urchins race around on roller skates trying to knock Harris over. Others drop sticks of dynamite trying to blow him up.

Watch out for holes in the road and workmen's barriers.

Wooden Nickels can bounce around and attack you – pick them up by jumping on them.

At the end of the Highway you will find Sparks. He rolls large Nickels at you, and you must retaliate to collect your piece of the Map.

Area Three: Main Street - Sweet Place

Sweet Place's Main Street is a simple-looking place with lots of cake, candy and ice cream shops. The enemies here are mostly Poppers, the local police. Some have nightsticks while others have pop-guns.

In Sweet Place, Harris will find a cake which he must collect to defeat a Popper at the end of the street in order to collect the piece of the Map.

Area Four: Countryside near Sweet Place

The Countryside consists of purple flowered fields, yellow roads and an orange sun. Be on the alert for the local animal population. They may not be as cute as they appear to be.

Harris must collect carrots to defeat the giant Rabbit to whom Slash has given the vital piece of the map.

Area Five: Ocean Hotel, Las Vegas

Harris must now return to the top of the Ocean Hotel. Starting at the foot of the building, he must climb to the top using window ledges and fire escape ladders. Holli Would's goons try to deter you every step of the way.

Balloons may be collected. When they are released, they will destroy the enemies. At the very top of the hotel, you must confront Holli Would and defeat her.

A number of puzzles and hidden bonuses are located in each play area.

PICK-UPS

There are a number of useful objects which appear throughout the game. Harris can pick these objects up by walking through them.

Pen: This can be used as a weapon to suck in enemies. It will be lost on departure from each area.

Bottle: Empty ink bottles are used to empty the pen.

Eraser: Erasers are used to wipe out enemies.

Heart: A pulsating heart will occasionally appear. It will award you an extra life if collected.

Food: Food items such as candy bars will provide energy.

Special Weapon: Each area has its own special weapon which may be collected, but will be lost on departure from that area.

Pressing SELECT will cycle through the available weapons, and pressing FIRE will activate the chosen weapon.

PLAYING TIPS

- Always try to collect as many of the special weapon items as possible. Sometimes a minimum number will be needed to defeat the end-of-level enemy.
- Keep a look out for secret rooms or bonus levels, as they will make life much easier for you.
- You will find that sometimes you will not be able to get close enough to certain enemies to suck them up with your pen. Instead, use the eraser to destroy them, as this has a longer range. Make sure to use them sparingly.
- Don't forget that you can walk **in** and **out** of the screen as well as left and right. You may find this useful to get past certain enemies and obstacles.

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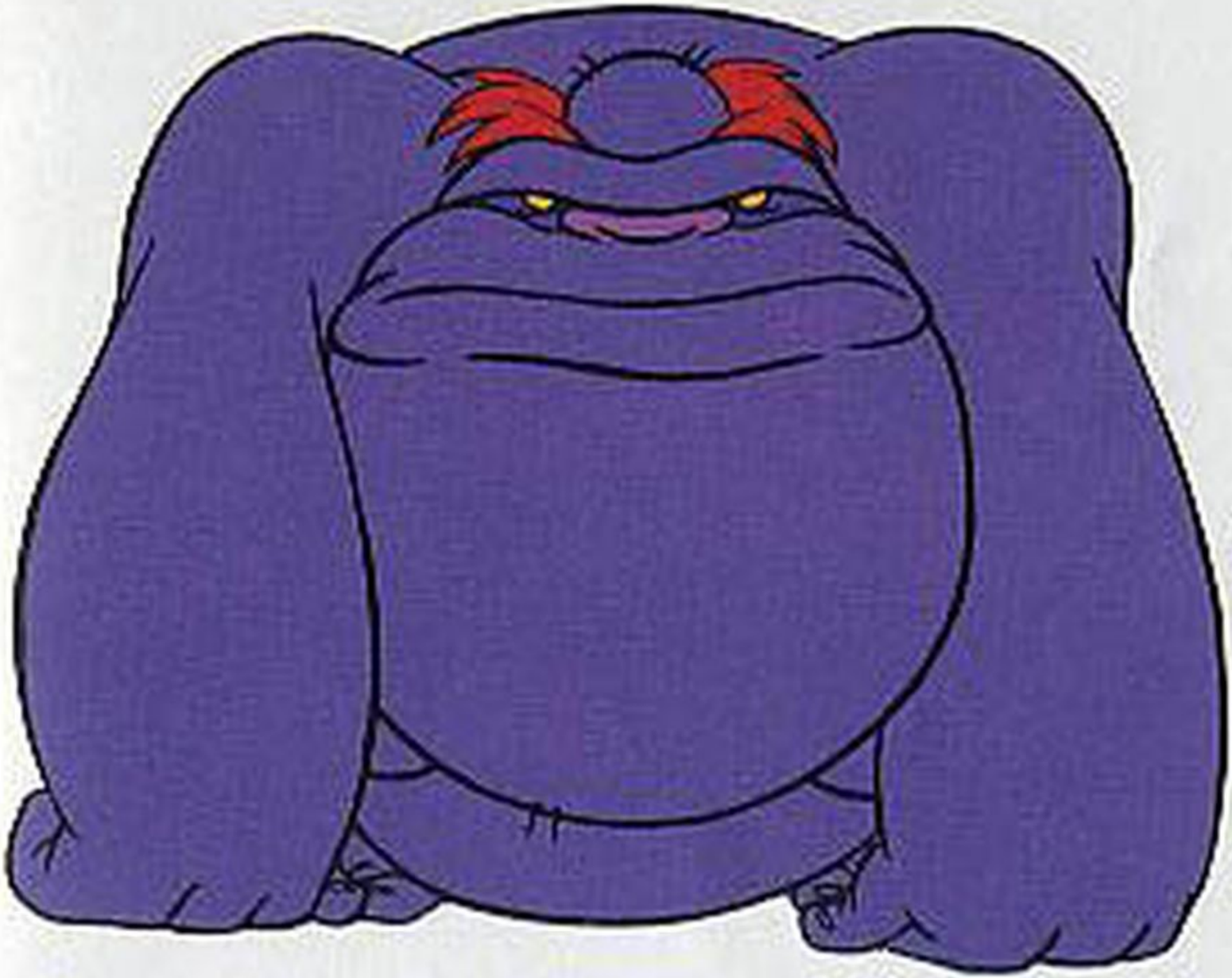

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